

## **Original Research Article**

# **STREET GAMES IN FILIPINO SOCIETY IN SELECTED RURAL TOWNS OF ILOCOS NORTE**

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### **ABSTRACT**

Street Games in Filipino Society in Selected Rural Towns of Ilocos Norte identified the Rural Street Games of the chosen Municipalities of Ilocos Norte, Philippines and the Benefits of Rural Street Games in Promoting Filipino Rural Identity. The design of this research is IPSO format. In which in the IPSO we have the input, process, strategy and outcome. The study was undertaken in Ilocos Norte, a province situated in the northern part of the Philippines. Ilocos Norte have two Provincial Districts in which the researchers picked three rural towns per district: Bacarra, Dumalneg and Pasuquin from the First district. Banna, Marcos and Solsona from the second district. These 6 chosen Municipalities represents the Province. The researchers employed Informal Interview and Focus Group Discussion. The research had resorted in the identification of some but mostly played rural street games in some towns of Ilocos Norte namely Hide and Seek (Tagoan), Line Crossing Game (Patintero), Cow Jumping (Baka-baka), Onion Base (Bawang Base), and Kick Game (Sipa). The enumerated games herein preserve Filipino culture in a way that the originality can still be gleaned thru these games. Aside from enjoyment and happiness, people gained benefits in playing rural street games. Playing enhances the intellectual domain, physical domain, and some Filipino values of the players. The terms used, the mechanics, and the manner how they are played manifest that a great portion of our culture is involved. The importance of this research may also reduce down to its specific aim and that is exercising socialization. Better communication starts in a simple game. This might not sound so technical but it is an established fact for children. Children might believe their peers more than their parents more often. Therefore, playing rural street games carries with it the best practice on how we preserve, strengthen and exercise our own traits as Filipinos.

*Keywords: Filipino Identity, Rural Street Games, Rural, Culture, Games, Traits*

### **1. INTRODUCTION**

Play represents an integral part of human society (1) (2); It is basic to the initiation of social change; It is instrumental in the process of development, and it ultimately reflects the changes that have taken place during modernization; It thus may be studied as a window through which the social structure may be viewed and more clearly understood as a dynamic entity (3). Rural Street Games, in the context of the 20th Century Philippines, reflect the Rural Filipino Societies in which modernity and tradition is still thriving against each other. On the basis of ethnographic and Gross-Cultural Survey File material, games are models of various cultural activities and concluded there are associations between complexity of cultures and complexity of games (4); The association is most often described as imitative and therefore functions as an enculturative mechanism. Although Rural Street Games are simply gaming themselves, it is perceived in nature that its symbolism to rural life is imminent especially to Filipino Life (5) (6).

Rural Street Games refers to the games played by Filipino rural children within before the coming of online games. Street games patterned upon modern team sports such as football, basketball or hockey have appeared fairly recently; These "street sports" are often described as illustrating two major characteristics of a new age in sports: self-

organization and hedonistic individualism; Although these sporting activities are more recent than the models they imitate, they mostly rely on ways of functioning deeply embedded in traditional games (7). Although Rural Street Games can be commonly associated to Indigenous games (Laro ng Lahi), this kind of games specially in the street was more attributed to the community of various people being widely practiced by Filipino Children with minor version differences but not necessarily distinct to one tribe or place (8).

The term Rural Sports, in the context of British Rural Sports, usually comprehends all those out-door amusements in which man either pursues wild animals for sport, or competes with an antagonist in racing, by means of the horse, the boat, or his own unaided powers, or indulges in manly games of skill, or in artificial modes of locomotion--- like swimming, skating, riding, or driving (9). The Filipino Rural Sports, in contrast to the British, was more of children play designed to enhance physical and social skills. It is simply an outdoor play, widely practiced by Filipino Street Children. Outdoor play also offers children opportunities to explore their community; enjoy sensory experiences with dirt, water, sand, and mud; find or create their own places for play; collect objects and develop hobbies; and increase their liking for physical activity. In fact, research shows that between the ages of three and 12 a child's body experiences its greatest physical growth, as demonstrated by the child's urge to run, climb, and jump in outdoor spaces (10)(11) (12) (13).

Moreover, these rural street games are now endangered of being forgotten as the age of technology is more likely characterized by the youth. The mother's play experiences, compared with the child's, clearly indicate that children today spend considerably less time playing outdoors than their mothers did as children. A study entitled, An Investigation of the Status of the Outdoor Play, reveals several fundamental reasons for this decline, including dependence on television and digital media, and concerns about crime and safety. The study also conveys findings related to the frequent use of electronic diversions and discusses several suggestions for early childhood professionals, classroom teachers, and parents for fostering the child's enjoyment for outdoor play (14). In the context of Filipinos, that situation is also true. Nowadays, many Filipino children rarely play these games; the present generation has been exposed to a variety of electronic games in handheld technological devices like tablets, cellphones and game consoles that could lead to less interest in playing Filipino games, or other cooperative games (15).

### **Statement of the Problem**

This study primarily attempts to discover Street Games in Filipino Society in Selected Rural Towns of Ilocos Norte. It specifically to answer these following questions:

- 1.What are the Rural Street Games widely practiced in the Rural Areas of Ilocos Norte?
- 2.What are the benefits that people get in playing rural street games that promotes rural Filipino Identity?

### Significance of the Study

This study focused on the Street Games in Filipino Society in Selected Rural Towns of Ilocos Norte. The result of the study benefits the following:

**Government.** The result of this research will be important for policy making especially in preservation of rural street games as well as utilization of them in a national level such as National Rural Games practiced in India and China.

**Schools.** The result of this research will contribute to the curriculum enhancement of Social Studies, Filipino and Physical Education.

**Community.** The result of this research will contribute to the continuation of a practice that will generally contribute to a more proactive and healthy life.

**Researchers.** Lastly, this study benefits further researchers about rural society most especially rural games of the province. This study work as their basis of the study of other interested researchers.

### Scope and Delimitations

This study explores the different Rural Street Games widely played in the different rural towns in Ilocos Norte namely Pasuquin, Dumalneg, Baccara, Marcos, Solsona, and Banna. The study also explores the Role of Rural Street Games in Strengthening the Identity of a Rural Filipino Society in the different rural towns listed. The study is also pure **qualitative** and therefore limited from using statistical treatment.

The study is conducted in the different rural towns of the Province of Ilocos Norte namely Pasuquin, Dumalneg, Baccara, Marcos, Solsona, and Banna, The respondents of the study is chosen purposively. They are the residents of the municipalities listed of the province of Ilocos Norte. This study is delimited only to the Rural Street Games widely practiced in the Rural Areas of Ilocos Norte, values people get in playing rural street game, and lastly the socio-cultural importance of playing rural street games in depicting Filipino rural family life.

## 2. MATERIAL AND METHODS / EXPERIMENTAL DETAILS / METHODOLOGY

### Research Design

The design of this research is IPSO format. In which in the IPSO we have the input, process, strategy and outcome. The inputs of this resarch will be the data gathered from the people of Bacarra, Dumalneg, Pasuquin, Banna, Marcos and Solsona.

The process used is the identification of the roles of rural street games in strengthening the Identity of a rural Filipino Society. The researchers analyzed the roles of rural street games in strengthening the identity of a rural filipino society is through interviews and focused group discussions. After analyzing, the researchers' output is a research output.

## Locale of the study

The study was undertaken in Ilocos Norte, a province situated in the northern part of the Philippines. It is bounded by South Sea in the northwest, the province of Cagayan in the north, Apayao in the northeast, Abra in the southeast and Ilocos Sur in the south.

Ilocos Norte have two Provincial Districts in which the researchers picked three rural towns per district: Bacarra, Dumalneg and Pasuquin from the First district. Banna, Marcos and Solsona from the second district. These 6 chosen Municipalities represents the Province.

## Data Gathering Procedure

The researchers utilized Researcher Made Questionnaire when they did their Informal Interview along with Focus Group Discussion. Triangulation was also employed.

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The researchers prepared their Questionnaires that reflected the objectives of their study. Then after that each researcher was assigned to each subject municipality wherein the purposive sampling was made. Each respondent undergoes the Informal Interview wherein they are asked informally so that they cannot be intimidated. Researchers also discussed in groups regarding their respondent's answers and employed triangulation by checking the integrity and truthfulness of the answers.

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## Population and Sampling

Respondents of the study are the elders at the age of 60-80 and also children at the age of 10-15 of Bacarra, Dumalneg, Pasuquin, Banna, Marcos, and Solsona. The family heads were also included. The researcher Interviewed 5 people per municipality.

This research used purposive or judgement sampling in selecting the sample. Only those respondents that the researchers believe who can give authentic and relevant information.

## Research Instruments

The researchers used an Interview Guide. An interview guide is simply a list of the high-level topics that you plan on covering in the interview with the high-level questions that you want to answer under each topic. They usually limit the guide to one page so that it's easy to refer to and to make sure that we're not getting too low level. The process of creating such a guide can help to focus and organize your line of thinking and therefore questioning.

## 3. RESULTS AND DISCUSSION

The Ilocano Elders and Children from the selected towns of Ilocos Norte province in the Philippines provided information vital to the research. They identified the street games mostly played in their rural towns as well as the benefits it provided. The Respondents believed that the street games are not only a great past time but also a display of unique Filipino Rural Society.

MOSTLY PLAYED STREET GAMES	BENEFITS
Hide and Seek (Tagoan)	Cognitive domain

Line Crossing Game (Patintero)	Psychomotor domain Filipino values
Cow Jumping (Baka-baka)	
Onion Base (Bawang Base)	
Kick Game (Sipa)	

Table 1. Mostly played street games and its benefits in Selected Rural Towns of Ilocos Norte.

### Rural Street Games in Ilocos Norte

The interview had resorted in the identification of some but mostly played rural street games in selected towns of Ilocos Norte namely; Hide and Seek (Tagoan), Line Crossing Game (Patintero), Cow Jumping (Baka-baka), Onion Base (Bawang Base), and Kick Game (Sipa). The respondents mentioned and identified these street games frequently as they considered them not only entertaining but also quite competitive in nature.

**Hide and Seek (Tagoan).** The game's mechanics is literally hiding and seeking. One will seek other players in an area agreed by them. When someone was caught by the "agala" or in tagalog language "taya", he will run back to his base and said "boom" followed by the name of the player caught.

A parcel of the interview was quoted herein, "...There are many variations of Hide and Seek but its similarity is always there will be one who seeks and others hide. There is no limit on how many players there are but all was agreed upon into a compromise." Although the mechanics is not that clear as the respondents answered, the surest rule is that players can make, agree or stipulate their own rules. A similar mechanic variation is also described where after the count, the 'taya' start looking for the rest of the players wherein once found, one is automatically out of the game however in some provinces though, once a player is found, the 'it' will have to run to the base and touch it while the found player tries to beat him to it so as when the found player beats the 'taya', he/she remains 'taya' until everyone else is located (16).

The respondents also mentioned that they play it during daytime. But is also played on moonlit nights. The respondents answered, "Mostly, it is played during daytime but it is a thrilling experience to play in moonlight nights where players can camouflage and enjoy the game at its fullest as it became more challenging. However, players are also reminded to be wary of the spirits that they may disturbed in their rural community. Some children were afraid to play in moonlit nights as they believed that monsters appear actively in the full moon."

**Line Crossing Game (Patintero).** It is a street game that often watched by many spectators. Patintero is the most played Filipino Street Game wherein it requires speed, flexibility, balance, mental estimation and calculation in addition to developing self-esteem (17).

Unlike the abovementioned street game, Patintero is played by teams. Usually, the game has two competing teams. Similarly, the game and other rural street games have no exact number of players because Filipinos usually cover all available players who agreed to play a game. Filipino culture is very considerate and sensitive to the feelings of others, excluding one player would give an impression that he/she does not belong to the group. Thus, regardless of age or regardless of the number of players (balance or not) the game still proceeds.

The game starts with the making of the court, a portion of a street is a perfect place for the game. The street will be bordered with chokes or stone scratch marks thereby creating a border of the game. Next, the leaders or representatives will decide who will be the defense and offense team thru toss coin or anything that breaks the even. Game points will be earned by the offense team through surpassing the defense team from the starting point to another. When someone was caught by the defense team, the game will reverse. The team who have more tagged incidents will lose and the other team will be declared as winner.

A respondent added, "... Playing patintero is good because as I watch my children playing, there's a childhood willingness within me wanting also to play. You know, son, no one can stop me when I run in the streets before because of that game. Patintero is like the American Football. I learn how to strategically evade the enemy team as well as enjoy the moment especially when winning from a hard match." Indeed, the game is like American Football but without a ball. The players aim only for surpassing the guards or the defense team to the finish line or point.

**Cow Jumping (Baka-baka).** Baka-baka is one of the most played rural street games in Ilocos Norte. The game is so popular because the players will not exert too much effort in creating the game. One of the players will just act like a cow, who will bow down into different levels and the other players will jump over him. When someone touched the cow, he will then replace him and become the new cow in the game. It is a street game where each player aims to jump higher but, in some rural towns, it is modified by making the next jumper must follow how the first jumper jumps or touch where the first jumper touches in the assigned cow.

"... (laughed) as long as there is someone who became a cow to be jumped on, we still continue to jump wherein the one who touches it becomes the next cow. We play it often in the open farmlands where it is flat and safe enough for us from any impact..."

**Onion Base (Bawang Base).** The game is more on catching the players of the enemy team. There are two teams in this particular game. Each has the same objectives. Both teams will make a post oppositely and try to catch all players of the opposing team. Catching or tagging is done upon the team captains' agreement wherein a player can be captured by tagging his/her back or hands or whole body. What makes the game more interesting is that the players who were caught can be save by their teammates by tapping their hands. But this is not so easy, caught players are in the custody of the enemy team. A team can also score if they capture or tag the enemy base which is often represented by a rock. The team

"...The onion base is enjoyable but it differs now because of the slapping as they say. Slapping Onion Base as they say that instead of just touching the player's hands is you slap it now. Because of that many are fighting. But the one I grew up with is great because it is group work and no fighting..."

Although, bawang base has a negative side still this game is being played especially with high school students. However, a strict supervision must be implemented because contacts may result to troubles sometimes.

**Kick Game (Sipa).** Sipa is very popular not only in the Ilocos Norte but also in the whole Philippines this makes the game as the national sports of the Philippines. Sipa is traditionally played by kicking a ball or anything that is capable of bouncing upon kicking. The game is very similar to Sepak Takraw. In the rural towns, Sipa is played with different

modes but mostly played wherein a player needs to finish a given amount of kick wherein the last kick must be kicked with force to avoid being kick by the "taya". If it was kicked by the "taya", the player who last kicked will be the next "taya". However, if it is not kicked by the "taya" then it will start over again where a player needs to finish a certain amount of agreed kicks to the modified ball. But if a certain player did not finish the required kick then he/she will be the "taya" or he/she can be first saved by the next player. As it is observed, Sipa has a lot of variations in each rural town depending on the agreed rules and terms of the players. In each rural towns interviewed, the ball used in the Kick Game (Sipa) is mostly rubber bands hold together rubber bands as well as leaves hold together by rubber bands and round hole metal with candy wrapper.

"...Kick game is one of the most famous games in our place because it is so easy to follow and play. One thing more, our parents are not scolding us for playing this because they know this is Sports."

Majority of the respondents agreed that sipa is the most popular game in their towns. And because of its enjoyment people may spend half day in playing it. It is a game that fills the heart of the youngsters.

### **Benefits of Playing Rural Street Games and Promotion of Rural Filipino Identity**

Aside from enjoyment and happiness, people may have gained some benefits in playing rural street games. It was emphasized that games provided its players comfort and times of refreshing from studies and other daily activities (19). Obviously, playing enhances the intellectual domain, physical domain, and some Filipino values of the players.

**Cognitive domain.** Different rural streets games have different rules. Some are rigid and some are lenient but the most important is that players should obey the rules in order to win. For these reasons, an individual or the team at large must exert efforts or make some strategies. Strategies are product of mental processes. Therefore, while these children are playing, they are also exercising their mental or intellectual domain.

A respondent answered, "I played many street games in my life. It is so fascinating because you do not only utilize your body but also your brain specially in team street games. It is not only a battle of who lasts physically as of speed and stamina but also a battle of who plays strategically better. Not only we enjoy playing but also develop and practice ways to win."

**Psychomotor domain.** The most obvious benefit that one could get in playing rural street games is body exercise leading to a good mental and physical health. Majority of the games involves body movements. Some games require running, jumping, walking and the likes. Thus, while these games are being played, the muscles of the children are also enhanced. Doctors might also agree that in rearing a child, parents must permit them to play outside and not to tolerate them sitting idle with their gadgets.

A respondent answered, "I always play street game especially when holidays and weekdays wherein I develop a strong and healthy body. We have many strong children in our barrio (rural community) because we play a lot of street games. We jump higher and run faster as play each more of it."

**Filipino values.** Playing is very important for Filipinos because some of these games motivate children. The effect of this motivation is that children are unknowingly performing some Filipino values like camaraderie and sportsmanship. Peer groups have

great impact in the development of socialization. For children, they best learn how to care, coordinate, help and etc. thru sports. Simply because children are spending more time in playing games than in other activities. Children learn also to accept defeat by playing rural street games. In fact, most children who played these street games became more responsible and caring person.

A respondent answered, "By playing street games, I did not only improve my physical body and thinking capacity but also improve in attitude as I learn more values such as camaraderie and sportsmanship. I learned to always value the gift of friendship over other things. I learned also to always have a good character even if I win or lose."

Having and playing rural street games have an impact in the socio-cultural of Filipinos. Playing these Laro ng Lahi reflects our culture and instills patriotism (18). Some importance is identified by the univocal results of the interview. All agreed that these rural street games can preserve Filipino culture, strengthen Filipino identity, and exercise socialization. It further emphasized that maintaining a unique cultural identity is playing cultural games (17).

Surprisingly, the enumerated games herein preserve Filipino culture in a way that the originality can still be gleaned thru these games. It is noted that traditional games are continuously taught, even with the emergence of videogames (20). The terms used, the mechanics, and the manner how they are played manifest that a great portion of our culture is involved. Having unique games also differentiate our country to other countries. This is very important because colonizers made some changes in our culture. The Identity of Filipinos had been changed also. But this notion about the Philippines can be negated also. Admittedly, colonizers influenced the Philippines but there are some practices that are still being practice by the Filipinos such like playing these rural street games.

As times passes also, innovation and integration of technology is also done as well as the emergence of digital games. However, a study showed that majority of children, especially in rural areas, still prefers traditional games over digital games due to its significance as part of unique Filipino heritage as well as a tool for sportsmanship and socialization (21). The rural towns of Ilocos Norte enjoys a continuing practice of street games however without intervention, its tradition of playing street games may soon be forgotten as the researchers also observed that there is a growing small group of children who prefers to play digital games and watch movies inside. Less appreciation of our culture and its connection to the social and natural surroundings results from the displacement of Philippine games that act as socio-historical markers (22).

The importance of this research may also reduce down to its specific aim and that is exercising socialization. Better communication starts in a simple game. This might not sound so technical but it is an established fact for children. Children might believe their peers more than their parents more often. Therefore, playing rural street games carries with it the best practice on how we preserve, strengthen and exercise our own unique Filipino rural culture.

#### **4. CONCLUSION**

In the light of the study, the following posting conclusions are drawn:

First, there are five identified Rural Street Games in the chose municipalities namely, Hide and Seek (Tagoan), Line Crossing Game (Patintero), Cow Jumping (Baka-baka), Onion Base (Bawang Base), and Kick Game (Sipa).

Second, these rural games provide different benefits for the Rural Filipino Society. Hide and Seek (Tagoan), Line Crossing Game (Patintero), Cow Jumping (Baka-baka), Onion Base (Bawang Base), and Kick Game (Sipa). These games serve as an exercise for the members of the Rural Filipino Society. These games require a lot of bodily movements. The Members of the Rural Filipino Society will exert a lot of physical movements when playing these games hence these serves as an exercise. These games can help in maintaining the Health of the Members of the Rural Filipino Society. These rural games are also avenues for socialization. When playing Hide and Seek (Tagoan), Line Crossing Game (Patintero), Cow Jumping (Baka-baka), Onion Base (Bawang Base), and Kick Game (Sipa) the members of the Rural Filipino Society gather together and enjoy. By playing these games the Rural Filipino Society Members strengthens their bond. When these games are played the players strengthen their relationship. These playing of these games has a socio-cultural importance for the Rural Filipino Society. These games strengthen the identify of Filipinos. A part of our socio-cultural identity is these games. Other Nationalities can identify Filipinos through these games. These games are our own and it represents a part of our Identity. These games also teach Filipinos the Value of Camaraderie and Sportsmanship. Some of these games are played in groups and in order to win, the group should possess the value of team work. Hence by playing these games the Members of the Rural Filipino Society develops camaraderie. There are instances that a player cannot win or a team will lose. These games also teach Filipinos the Value of Accepting defeat. The value of Sportsmanship is developed when Filipinos play these games.

#### CONSENT (WHEREEVER APPLICABLE)

All authors declare that 'written informed consent was obtained from the patient (or other approved parties) for publication of this case report and accompanying images. A copy of the written consent is available for review by the Editorial office/Chief Editor/Editorial Board members of this journal.

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**Comment [ms3]:** Needs to adapt to the journal's rules.

**Comment [ms4]:** Reference suggestion:  
Bardin L. *Análise de conteúdo*. São Paulo: Edições 70, 2011.

Reading suggestion:

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